



2024 ADULT SOFTBALL Rules/Player Code of Conduct

**Kate Elliott, Adult Athletics Specialist
(720)-733-2297**

Questions etc. email: adultathletics@crgov.com

***Captains are responsible for their team's knowledge of the rules and code of conduct.**

FUSION: www.recreation.crgov.com OR mobile app RockREC

This is our registration software for team captains. Captains will have access to the following:

- Registrations
- Payments

TEAM FEES:

ALL team fees are being collected up front at time of registration. If other arrangements need to be made, administrative staff needs to be contacted and they will assess the situation.

Payment options:

- Captains can pay online with credit card at time of registration.
- If paying with check or cash, you may register at the recreation center front desk OR the Miller Activity Center Front desk.
- If you register after the deadline, you may be subject to a \$50 late fee.

TEAMSIDELINE:

Game schedules and standings will be located here: <https://www.teamsideline.com/sites/castlerock/schedules>

- You do NOT need an account on TeamSideline
- You will be notified via email when schedules are posted online
- Scores/standings are updated weekly

TOCR Governing Body FAQ

The Town of Castle Rock offers a non-sanctioned program for the recreational enjoyment of its participants. The Town of Castle Rock Athletic Staff is the sole governing body of this softball program.

The Castle Rock Parks and Recreation Department reserves the right to reclassify a team at any point in the season in order to maintain a fair balance of competition.

The Castle Rock Parks and Recreation Department also reserves the right to expel any team/player from the league for reasons of conduct, failure to observe rules, regulations and procedures.

Written notification of such actions will be provided to the individual and/or the Team Manager/Coach.

NOTE: The Castle Rock Parks and Recreation Department softball leagues will be governed by the 2022-2023 USSSA Rule Book with the following classifications, modifications, and additions.

Team Captain Responsibilities:

The Team Captain is the primary link between their team and league management. It is this person's responsibility to obtain all information regarding league play.

This responsibility includes:

- 1) Attend Team Manager meeting. This is **MANDATORY** and your team will become ineligible to play if a captain or team representative does NOT attend and doesn't make arrangements to get information.
- 2) Read league rules, player code of conduct and park policies prior to participation. Once this information has been gained- relay it to players of the team.
- 3) Obtain league rules pertaining to registration deadlines and make-up schedules.
- 4) Submit all league paperwork on time (waivers, rosters etc.).
- 5) Inform the League Coordinator of any phone number or address changes.
- 6) Have all players read and sign the team roster/waiver before playing and ascertain the eligibility of each player signing the team roster.
- 7) ****Maintain and control his/her players and spectators in all circumstances including disputes on the field and in the stands. Player outbursts will not be tolerated.** Umpires will discuss disputes on the field with the Team Manager & field Supervisor ONLY.
- 8) Submit lineups prior to the start of every game to the scorekeeper/umpire. Any players that arrive late must be placed at the bottom of the order, if team starts with less than 10 players.
- 9) Any person who receives ground rules prior to any game will be the designated Team Manager of that game.
- 10) Proper player additions, protests, suspended games and ejection are dealt with through the Team Manager.
- 11) Assure all bats being used by the team complies with the current year Illegal Softball Bats list.
- 12) Assist league management with any investigation regarding their team member's actions on or off the field while on park premises.
- 13) Responsible for paying ALL forfeit fines in the time frame as stated in the rules.

Alcohol at Metzler Ranch Community Park or any Castle Rock Parks & Recreation sponsored activity:

- ❖ **ALCOHOL is NOT PERMITTED during game play, in the stands, or by spectators. Any team seen consuming alcohol during game play, or any time alcohol is deemed as being abused and impacting game play, teams involved will be subject to automatic FORFEIT of the game regardless if the game is being played or over. NO GLASS BOTTLES ALLOWED!**

Team Rosters & Participant Waivers

- 1) All players must sign and fill out team roster/waiver for each season to be eligible to play, hard copy rosters will be kept at the field.
- 2) A complete team roster (completed waiver forms) is required for all teams (maximum 18).
- 3) Rosters must be completed 2 weeks prior to start of tournament. Players may be added to your roster only up through final week of the regular season and only to roster limits. Anyone being added within the 2 weeks prior to tournament time will need to do an online waiver.
 - A) It is the responsibility of the Team Captain to make sure all of their players have signed the roster and read the rules.
- 4) Players are NOT allowed to participate on more than one team in the same league on the same night.
 - A) For example, can't play on two men's gold teams, or can't play on two Silver Coed teams.
- 5) Players can ONLY play UP, but not down.
 - A) Gold players cannot sub in silver or bronze
 - B) Silver players can sub in Gold
 - C) Bronze players can sub in Silver or Gold
- 6) **If illegal players are found to be in the lineup – that team will have to play without that player, but the game will proceed** (unless the team does not have enough players to legally play the game, in which case the game will be forfeited).
- 7) Full roster checks (if requested by teams) must be done before the game starts and both teams will be checked. ID's must be provided to prove each player's eligibility.
- 8) **Transgender participants are eligible to play on a team that matches the gender on their state or federal issued identification document. Individuals identified as female are eligible to play on COED teams and individuals identified as male are eligible to play on MEN'S teams.**

Game Play

Regulation – Official Games: (The following are considered complete games)

- 1) A coin flip will determine who the home team is.
- 2) The game can be started before scheduled game time if both teams agree.
- 3) A regulation game is seven innings or **55 minutes**, whichever comes first.
- 4) **Game time length is 55 min, no NEW inning after 50 minutes.**
- 5) Line-ups **MUST** be turned in to the umpires before the game starts.
- 6) A game is considered an official game upon the completion of **three** innings.
- 7) In the event a game is delayed, teams will be required to wait for a maximum of fifteen (15) minutes. Game may be resumed prior to this, but will not be canceled until after a minimum of fifteen (15) minute delay, unless the field is unplayable. Umpires and/or league supervisor can delay or cancel games as outlined above.
- 8) All games that are not considered “complete”: The game shall resume from where it left off. It is the home team's responsibility to inform league official of where game was left (score, outs, runners, etc....) a “completed” game is a game in which 3 or more innings have been played.

Bases

INFIELD BASES WILL BE MOVED TO 70 FT FOR ALL MENS & COED PLAY.

Required Number of Players

8 is the minimum amount of players needed to start a game. **THE GAME WILL BE A FORFIET IF THE TEAM HAS LESS THAN 8 PLAYERS AT GAME TIME.**

Starting a Game/Forfeit Procedure

- 1) Game time is forfeit time.
- 2) ****Upon the FIRST occurrence of a forfeited game without 24-hour notification to the Athletics Department (adultathletics@crgov.com), the team that forfeited will be fined \$50-\$70. This is the cost of one game. This fine will be paid to Castle Rock Athletics and the opponent will receive a credit. The card/check/cash payment must be made by start of tournament. IF payment is NOT received, your team will be ineligible to play in the tournament and or may be removed from the league and future participation in Castle Rock Parks & Recreation Adult Athletic activities.**
- 3) **Teams that give the opposing team manager AND the Castle Athletics Department 24-48 hour notice will be given consideration for make-ups and no fine.**

Game Scoring

- 1) The league does not provide scorekeepers. It will be the Home Team's responsibility to keep the official scorebook for the game. If for any reason the home team is unable to fulfill this responsibility, it is the Home Team's responsibility to notify the umpire as well as ask the visiting team to assume the responsibility of keeping the official scorebook. The umpire will also be keeping the score. It will be the judgment of the umpire as to the correct score.
- 2) The umpire's decision in this matter is final.
- 3) All score discrepancies must be challenged and corrected prior to the start of the next half inning or the book will stand as is.
- 4) The home team's scorebook is the official score record.

Courtesy Runner

NEW AS OF 2023: THE PITCHER MAY HAVE THE USE OF A COURTESY RUNNER THAT WILL NOT COUNT AGAINST THE COURTESY RUNNER ALLOWED.

Courtesy Runners are allowed once per inning per team. Courtesy Runners are to be **last out in the lineup**. If the Courtesy Runner is on base during their turn to bat, the batter is out. In COED, a Male can only run for a Male and a Female for a Female. In COED there is still only one use of a Courtesy Runner per inning per team

Substitutions

All substitutions must be reported to the scorekeeper of the opposing team and the umpire. If the scorekeeper from the opposing team sees an illegal substitution or a player batting out of order, they will address it through the other scorekeeper, umpire, team manager/coach, or field supervisor. This does not remove the defensive manager/coach's opportunity to appeal, if they see it before the opposing scorekeeper. The appeal **MUST** be made **before the first pitch** to the next batter.

Re-entry Rule

Any of the starting players may withdraw and re-enter once, providing such player occupies the same numeric spot batting position whenever he or she is in the lineup. A substitute who is withdrawn may not re-enter. All substitutes entering at this point **MUST** be reported to the scorekeeper of the opposing team and the umpire.

Extra Player

- 1) An extra player referred to as any team may use an "EP" provided it is made known prior to the start of the game and the person's name is indicated in the lineup on the score sheet. It is not mandatory that a team uses an EP but failure to declare such hitter(s) prior to the start of the game precludes the use of an EP in that game.
- 2) A team may use (2) EP in the Men's league or (2) EP's in a Coed game, 1 per gender for COED
- 3) The EP must remain in the same position(s) in the batting order for the entire game. The batting order must remain constant; however, any ten (10) of the twelve (12) players may take a defensive position throughout the game.
- 4) If a player or EP becomes unable to play due to injury or prior commitments and a substitute is not available, the team can finish the game with as few as eight (8) players and the vacant batting spot will be counted as an out. If a player or EP is ejected from the game and a substitute is not available, the vacant spot in the batting order will be counted as an out.
- 5) Substitutes must be a player who has not yet been in the game.
- 6) Any of the starting players, including the EP or subs, may be withdrawn from the lineup and re-entered once. They must re-enter into the same spot in the batting order.

***NOTE:** The original player and the substitute cannot be in the lineup at the same time.*

Rule on Batting/ EP/ Sub

There is a limit of 18 players on your rosters. 10 defensive players on the field are the same and you may not switch players at any point during the same inning. A team may only bat up to **12** players in any given game, for both men's & coed league.

Double Base Rule:

The double base rule is used in order to avoid collisions and consequent injuries at first base and will be used for all games. When the batter hits the ball and there is a play to first base or the vicinity of first base, the batter/runner must touch all of the orange bases or will be ruled out by the umpire if appealed by defensive team. The defensive player must touch the white base at all times. If the fielder touches any part of an orange base, the runner is ruled safe. If there is no play at first base (i.e., the batter hits a double) the batter/runner can tag the white or orange base and continue running to second base. Any runner reaching or passing first base may use either the white or orange bag when returning.

Extra Inning Play:

All extra-inning games that exceed seven (7) innings and games tied after the time limit will start with the last out in the previous inning on 2nd base. The batter will get **ONE** pitch per batter,

The batter will walk, strike out or take the result of the play, no exceptions (a foul ball is an **out**) If the game goes into a second or further extra innings, the last batter will start on 3rd base.

Run Rule

The Run Rule is in effect when one (1) team is ahead: **twenty (20)** runs after **three (3)** innings, **fifteen (15)** runs after **four (4)** innings or **ten (10)** runs at the end of **five (5)** innings of play. The run rule is in effect at the half innings if the home team is ahead or any time thereafter. At this time the game is over. Umpires will not stay on the field and continue to work due to liability issues.

Flip/Flop Rule

In the inning when the run rule for that particular program is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule, then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.

Warm-up Pitches

Three (**3**) pitches for the first inning; thereafter the pitcher is permitted zero warm-up pitches between innings.

A new pitcher can have three (**3**) warm up pitches.

Beginning Pitch Count

Each batter will begin their up to bat with a count of 1&1 ball/strikes.

Pre-Game Practice

All pre-game warm ups must take place in the designated warm up areas away from spectators. No infield or batting practice will be permitted on the infield before the game. Batting/fielding practice is permitted in the outfield grass and foul territories only. This rule is necessary to preserve the infields for later games.

Game Balls

The team batting is responsible for retrieving balls out of play. Failure to retrieve game balls can result in your game being delayed without game clock being stopped.

Game Times

Team Managers will be notified at the meeting, about 1 to 2 weeks before play starts, as to when their games are to be played. In order to eliminate confusion, please do not call the Recreation Center for game times, as the Front Desk Staff will not have this information

OBSTRUCTION / DEFENSIVE RULE

Obstruction is the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases.

A. Obstruction is the act of a fielder which impedes the batter from striking at a pitched ball.

B. The obstruction does not have to be intentional and may be vocal.

Runners are Entitled to Advance Without Liability to be Put Out.

A. When a fielder, not in possession of the ball, not in the act of fielding a batted ball impedes the progress of a runner or batter-runner who is legally running the bases. NOTE: Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.

1. If the obstructed runner is put out prior to reaching the base the runner would have reached had there not been an obstruction, a dead ball is called and the obstructed runner and any other runner affected by the obstruction will be awarded the base or bases they would have reached, in the officials' judgment, had there not been an obstruction. An obstructed runner may never be called out between the two bases where the obstruction occurred. This runner would either be advanced or return to the last base touched. Should an act of interference occur following any obstruction, the enforcement of the interference penalty would have precedence.

2. If the obstructed runner is put out after passing the base the runner would have reached had there not been an obstruction, the obstructed runner will be called out. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball, nor is attempting to field a batted ball, or a fielder who fakes a tag without the ball, the obstructed runner, and any other runner affected by the obstruction, will always be awarded the base or bases the runner would have reached in the officials' judgment, had there been no obstruction. NOTE: If the official feels there is justification, a defensive player making a fake tag could be ejected from the game. EFFECT: When an obstruction occurs (including rundown), it is a delayed dead ball. The ball will remain live.

3. If a defensive player is fielding a thrown ball and the flight carries or draws him into the path of the base runner, this would not constitute obstruction.

4. If the ball, runner and defensive player all arrive at the same time and contact is made, the umpire should not make the collision rule (interference or obstruction). This is merely incidental contact.

C. When forced to vacate a base because the batter was awarded first base.

D. When a fielder intentionally contacts or attempts to catch a fair batted or thrown ball with the fielder's cap, mask, pocket, detached glove, or any part of their uniform, which is detached from its proper place on their person. EFFECT: The runners would be entitled to three bases from the time of the pitch if a batted ball, or two bases from the time of the throw if a thrown ball, and in either case, they may advance farther at their own risk. If the illegal catch or touch is made on a fair-batted ball, which in the judgment of the official, would have cleared the outfield fence in flight, the batter-runner shall be awarded a four base award.

E. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

EFFECT: The ball is dead. All runners will be awarded two bases, and the award will be governed by the position of the runners when the ball left the fielders hand. If two runners are between the same bases, the award is based on the position of the lead runner.

NOTE: For offensive equipment or team representative causing a blocked ball, the runner closest to home will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

FAKE TAG: making the motions of a tag without the ball. This may be considered obstruction and the offender may be ejected.

Player Ejections

Any time a player, participant, or spectator is ejected from a game, the manager/captain of that team is automatically ejected at the same time **IF** they are not visibly seen by umpires controlling their team/fans. If at any time a player(s), or persons are ejected from the game, it will be an automatic 2 game suspension. Ejected persons must leave the park premises immediately. The game time will not be stopped as the ejected player leaves the park. Ejected players or persons may not sit around and watch any game after being ejected. Failure to leave the park premises immediately could result in the notification to local authorities and the game being forfeited.

- **Two ejections** in the same year is an automatic suspension for the remainder of the year.
- Each team needs to have an assistant captain in place should the captain be ejected and suspended.
- Ejection from a game may result in additional game suspensions depending upon the severity of the unsportsmanlike conduct.
- **NO APPEALS! ALL ON FIELD RULINGS ARE FINAL!**
- Indefinite suspensions will serve a minimum two-year suspension from all league play. After two years an official petition for reinstatement can be submitted. The statement should include accountability for the incident that took place, and what actions or steps will be taken by the participant to prevent future negative interactions within our program.

Elastic power The Castle Rock athletics staff reserves the right to establish guidelines for any and all rules or infractions not covered in the above league rules. We reserve the right to refuse participation to any individual or coach if they do not obey the rules and regulations and/or keep within in the spirit of sportsmanship.

League Investigations

Unfortunately, there are times when the league must investigate player incidents for the safety and security of all participants in the league. All participants are expected to fully assist the Athletics Supervisor or their designee in finding out what actually occurred. Failure to assist or untruthful statements could result in the player or team being removed from the league.

Spectator Conduct:

All team captains/managers are required to control their spectators. This includes children playing near the ball field. Game suspensions, with the game clock running, will be enforced for any violations. Forfeits will be enforced if the violation is not corrected.

Ties:

In the case of a tie, final standings will be determined by the following procedures listed in order of priority:

- 1) Eliminate teams with any forfeits.
- 2) Head-to-head competition between the teams involved.
- 3) Run differential – greatest run spread in games played between the teams involved determined by subtracting runs given up from total runs scored.
- 4) Total runs scored among affected teams.
- 5) A coin flip will take place.

Home Run Rule:

GOLD 6 HOME RUNS.... Then ends the inning

SILVER 5 HOME RUNS.... Then ends the inning

BRONZE 4 HOME RUNS ... Then ends the inning

- A home run hitter and all runners on base may just go to the dugout. This is referred to as “Hit and Sit”.
- A four-base award is a batted ball that is touched by a defender and goes over the outfield fence in fair territory.

Foul Ball Courtesy Rule

Once the batter has (2) strikes, no matter how he received those strikes he shall have a courtesy foul ball. The batter will receive one extra foul bowl for strike three (3). The ball is dead and no advancement of base runners is permitted, as long as a defensive player does not catch the ball.

Out of Play Balls

It is the responsibility of each team to retrieve ANY balls that go out of play (i.e. home runs, foul balls, error throws). If field supervisors have to retrieve balls, play will stop until umpire has balls, but game time will NOT stop. Supervisors must be on field or able to see field during play, and retrieving balls takes them away from field.

Weather

After 4:00 p.m. if a call has not been made, it will be made at the fields. You may contact **adultathletics@crgov.com** if you have concerns regarding weather. Captains will be notified via email if games are delayed and or cancelled. If the Recreation Department cancels the scheduled evening game, you will not be allowed on the fields.

Make-Up Games

Make-up games will be scheduled, when field availability allows. (**This may occur on alternative evenings, days, i.e., other than your original game night**). Make-ups will be played on pre-designated dates, listed on your schedule, but also if necessary may be scheduled on other dates during and/or after the scheduled games of the season. We will attempt to play make-up games during the week; however, weekend games may be necessary, due to umpire and field availability. It is the responsibility of the team Manager to check www.teamsideline.com/castlerock for make-up game schedules and then notify their team of any and all changes.

Protests

No “judgment” calls can be protested.

Protests are valid with regard to player eligibility and rule interpretations only.

- 1) All players must be eighteen (18) years or older.
- 2) **A player may not participate on more than one (1) team in the same league and on the same night.** Additionally, Men may play in both a Men’s league and Coed league, but only at **(1)** level of Men’s league play.
- 3) Players must be on the team’s regular season roster in order to participate in the season end Tournament.
- 4) Appropriate gender only may play in gender specific league- “Men’s” or “Women’s”. (Examples: no women may play in Men’s leagues and no men in Women’s leagues. **No exceptions to this rule.**)
- 5) Checks may be made, on roster. Driver’s license or a photo ID will be used to determine identification.

The team manager ONLY must make all protests of protocol or rules clarifications! And must be made immediately following the discrepancy. Once the next pitch is made, the protest is invalid. Please remember that no judgment calls may be disputed. **Protest forms are available with each field supervisor/umpire, and must be filled out!**

- Protest forms are turned into Athletics Supervisor and Athletics Specialist for finale ruling.
- Team captain will then be notified of finale ruling.
- **EACH PROTEST WILL COST THE PROTESTING TEAM \$100.00**

Team Managers are the only ones who can discuss issues with the umpire. All other players are to remain either at their position in the field or on the bench. At NO time will a player leave his position or the bench area to convey or discuss issues with the umpire or opposing team members. If a player leaves his position or the bench area for this purpose he/she will be ejected. AT NO TIME will “swarming” of the umpire be allowed or tolerated. This is the process of numerous persons surrounding the umpire arguing their point. If this occurs, one or both teams shall forfeit and the game will be ended. A report of the incident will be forwarded to the Athletics Supervisor and further sanctions maybe imposed on the offending teams or players.

Playoff Format

1. *Spring/Fall Seasons* – Teams ranked in the top 6 at the end of the regular season will be placed in a single elimination bracket.
2. *Summer Season* – All teams qualify for a single elimination tournament spanning 2 weeks.

Appeal Play

A play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before all infielders (including the pitcher) have left the field (crossed the foul lines). The appealed play does not change the type of out that is being appealed.

Base Path

The imaginary direct line, as well as three feet to either side of the direct line, between a base and a runner’s position at the time a defensive player is attempting to apply a tag.

Illegal Batted Ball

An illegally batted ball occurs when:

- a) A batter’s entire foot is completely out of the box on the ground when he/she hits the ball, fair or foul.
- b) Any part of the batter’s foot is touching home plate when he/she hits the ball.
- c) The batter hits the ball with an illegal, altered, or non-approved bat.

Metal Spikes

No steel cleats or screw-ins will be allowed. If cleats are to be worn they must be of one-piece molded construction, soft plastic or rubber. Closed-toed shoes must be worn to participate. No player will be allowed to play if they have Metal Spikes.

Pitchers Mask REQUIRED!

ALL pitchers are required to use a pitcher face mask while pitching.

****No Contact / Runner Interference**

The slide rule has been replaced by a ‘No Contact’ rule. For the safety of all players in the league the no contact rule will be strictly enforced. At no time will players run in to, bump, shove or ram another player in attempt to break up a play. If a player is determined by the umpire to have purposely rammed another player that player will be **EJECTED**. This **DOES NOT** include sliding into a base, plays at first base where the defensive player is making a play on a throw or applying a tag out. In most cases it is the offensive player’s responsibility to avoid contact. At **NO** time will a defensive player block the path of a runner when the play is not at their position. If runner interference is called the runner will be awarded an extra base. It is the defensive player’s responsibility to get out of the path of the runner. It is the runner responsibility to get out of the way when a team is attempting a double play. This may be achieved by sliding, conceding the out and leaving the baseline or bending/ crouching over. If the runner fails to do so then he/she and the runner, they assisted will be called out.

Strike Zone/ Illegal Fast Pitch

The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire (NOTE: For sake of uniformity in decisions, any doubtful pitch should be ruled as an unfairly delivered pitch). The umpire shall warn a pitcher who delivers a pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the pitcher's removal from the pitcher's position for the remainder of the game. A pitch that does not arc the full 3 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an unfairly delivered pitch.

The plate **SHALL NOT** be included in the strike zone. The height of the pitch must be at least **4ft.** with a maximum of **10ft arch** from the ground. There must be arch in the pitch. At **NO** time will there be any fast pitches allowed. If the umpire determines an intentional fast pitch has occurred, he will warn the pitcher. On the second occurrence the pitcher will be removed but may still play in another position. If the illegal fast pitch strikes the batter the pitcher **will be ejected** from the game and his/her place in the lineup will be counted as an out. It will be the umpire's judgment if the pitch was accidental or intentional.

NOTE: The strike zone is only that part, or any part of the area, over home plate that is lower than the top of the batter's highest shoulder, or higher than the bottom of his front knee.

NOTE: The umpire should not let the batter's position, either in the front part or the rear of the batter's box, be of influence in calling strikes. Each pitch should be judged according to the height of any part of the ball as it is crossing only above or over any part of home plate. **Players who repeatedly argue with the umpire's calls will be ejected.**

- Each pitch struck at and missed by the batter.
- A batted ball striking the batter while he is in the batter's box with no strikes.
- A foul ball that lands in foul territory with no strikes
- When a batter steps out of position after a pitcher has started the delivery motions. If the pitcher pitches, the umpire shall call "STRIKE" on each such pitch. The umpire shall not give a call or signal for "time" once the pitcher has started the delivery motion. NOTE: The batter may take his proper position after any such pitch (within 10 seconds) and the regular ball and strike count shall continue.
- When the batter delays entering the batter's box after the umpire signals play ball. After 10 seconds the umpire shall declare the ball dead and a strike shall be called on the batter.

Bats

Bats must have current USSSA / NSA approved stamp & 1.20 BPF stamp



- Bats may be made of aluminum or other metals, fiberglass, graphite, or a composite material. The bat may be made in pieces from different materials or modular with interchangeable parts, but all bats must have a closed barrel end and be subject to additional safety and tampering requirements as set forth in the standard in the BPF 1.20 Bat Licensing Agreement.
- The knob portion must be welded, or mechanically attached to the bat. A flat section of any bat is not allowed. Wood bats will be allowed in both Men's & COED.
- When a bat does not meet the specifications as defined, has flat spots or pronounced dents, or if in the umpire's judgment, the bat has been altered, the umpire shall prohibit the use of the bat in question.

The included bat list is not all-inclusive. It is the umpire's judgment and at his/her discretion to allow a bat to be used.

*** There is **NO** list on female fast pitch bats thus **ALL** are legal. Males **ARE NOT ALLOWED** to use fast pitch bats in any game. If a male is caught, using a fast pitch bat the penalty shall be the same for using an illegal bat.

NO SENIOR BATS ALLOWED

NO ASA BATS ALLOWED

1st offense: Player who last used the bat is ejected from the game. That half of the inning is considered complete (3 outs) no matter how many outs there were at the time of that at bat. Any runs that the umpire can attribute to use of that bat will be erased and thus do not count. Any team using an illegal bat for a third time will forfeit the current game and the rest of the games of that season. No refunds will be given.

Blood Rule

When an injury occurs where blood is evident and flowing, the injured player must be removed from the game. Any uniform apparel that was contaminated must be removed and replaced. If a player is unable to comply, the player must be removed from the lineup, but can be re-entered. The player will be an out if they come up in the batter order.

In the Coed Program, teams starting with 12 players may drop down to 11 or 10 players but cannot have more males than females in the line-up. For example, if a female player is removed from the line-up, the male player following her in the line-up must be removed. All vacant spots in the line-up will be declared an out every time that position in the line-up is due to bat. If a team starts with 9 or 10 players, they are not allowed to add the 11th or 12th player at a later time. Any player that leaves the game for any reason may not return to the game. (This does not apply to normal re-entry and substitution) Exception: A player who has left the game under the blood rule may return.

Coed Rules for 2024

ALL COED TEAMS MUST HAVE EQUAL AMOUNT FEMALE & MALE PLAYERS ON THE FIELD. (NO EXCEPTIONS)

HOMERUNS: 4 = Bronze, 5 = Silver, 6 = Gold, then end of inning

****Female players can be 16 years of age, and no more than 3 per team, but need waiver signed by parent. All Male players must be 18 years old or older.**

- Teams are required to use alternating batting order (offensively).
- Teams are required to have a minimum of **5** females in any position on the field other than catcher.

In the Mixed Program, teams starting with 12 players may drop down to 11 or 10 players but cannot have more males than females in the line-up. For example, if a female player is removed from the line-up, the male player following her in the line-up must be removed. All vacant spots in the line-up will be declared an out every time that position in the line-up is due to bat. If a team starts with 9 or 10 players, they are not allowed to add the 11th or 12th player at a later time. Any player that leaves the game for any reason may not return to the game. (This does not apply to normal re-entry and substitution) Exception: A player who has left the game under the blood rule may return.

Note: The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with 9 players or having dropped to 11 or 10 players. No base appeals are allowed when this results in the third out of the inning. Male and female players must alternate in the batting order.

Note: If a team starts with 9 players, a female player must occupy the first position in the batting order.

- Infielders are designated as 1st, 2nd, 3rd bases, short stop, pitcher and catcher. They are to be on the infield portion of the playing field when a female batter is at bat, and remain there until she hits the ball. NOTE: If the in-field rule is violated, the batting team has the option of taking the play or batting again with the same count as before the pitch and any base runner(s) must return to the last base occupied at the time of the pitch.

COED Safety Rule

A line half way between 3rd and home plate will be added. This line is used to determine a base-runner's commitment to run home. (Point of no return). If a runner crosses the commitment line they must continue home and may not turn back. All plays at the plate are like force plays. The base runner needs to cross the line (behind the batter's box), while the fielder plays the normal home plate. The runner will be called out, if it is determined that he/she interfered in any way with the catcher attempting to catch the ball in the "normal area of home plate". Any runner going to the original home plate and not crossing the line (behind the batter's box) will be called out. **Any fielder attempting to make a tag play will result in the base-runner being safe at home.**